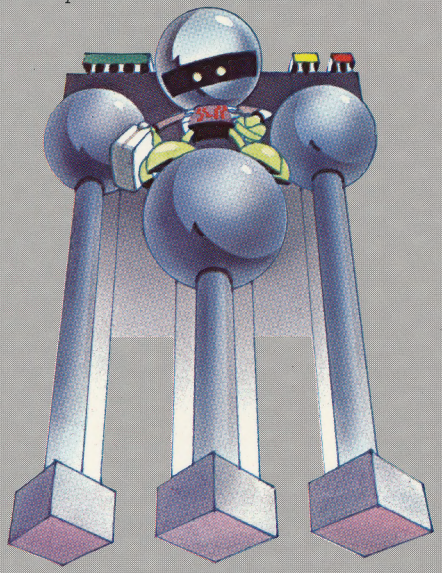
# WILLYBYTE™

## IN THE DIGITAL DIMENSION

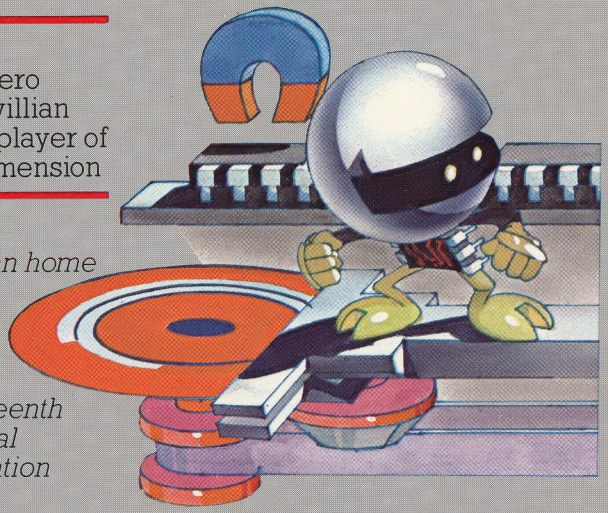
## CHARACTERS

**Willy Byte:** electronic hero
**Hex Luthor:** digital archvillian
**Cybil Nibble:** 13 year-old player of Willy Byte in the Digital Dimension

*Scene — A suburban home in the 1980's on a late Sunday evening. A teenager, Cybil Nibble, has been playing (for the umpteenth time) Willy Byte in the Digital Dimension, the newest creation in computer software from*



*Data Trek, Inc. She decides to go to bed and quickly enters into a deep sleep that plunges her into the Digital Dimension. She finds herself on the ground gazing at eight towering electronic circuit poles, each emitting a blue glow that consumes the entire sky. Fascinated and perplexed by the sudden change in environments, Cybil notices an animated object, high in the heavens, swinging from pole to pole.*



**Cybil** (whispering to herself): The lightning speed, the energetic response, the total commitment, it must be Willy Byte!

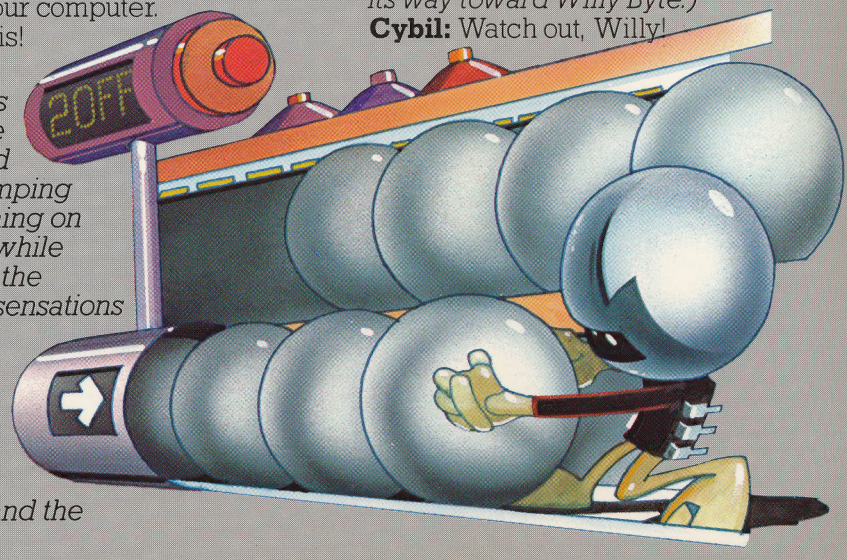
*(At that moment the game's charismatic electronic hero, Willy, sees Cybil and slides gracefully down the pole to meet his newest acquaintance.)*

**Willy Byte** (cheerfully): Greetings, Cybil! Welcome to the Digital Dimension.

**Cybil:** The Digital what?

**Willy:** You know, my home, the inside of your computer. Watch this!

*(Off he scampers about the Keyboard Room jumping and pushing on each bit while dodging the stinging sensations of static charges As soon as Willy completes his task and the byte has safely left the keyboard room, a sudden uneasiness comes over Willy.)*




**Cybil:** Are you alright?

**Willy Byte** (concerned): Problems in the Power Room.

**Cybil** (confused): What problems?

**Willy Byte** (assertive): Follow me!

*(As Willy and Cybil sprint toward the I/O Port, a sinister laugh is heard from above — the laughter of Hex Luthor. Suddenly a bolt of static charge is seen thundering its way toward Willy Byte.)*

**Cybil:** Watch out, Willy!

## CPU

This is it. Grand Central Station. The smarts of your computer. And now you've got control of it. Really. See all those buttons down there with words under them? Good. Those are your options. Just get down there and make a choice. Don't worry, Willy's here to help you. Let's see . . . Disk? RAM? Ah, Keyboard. That looks good. So, now what? Well, you could sit here and look at the pretty picture, or you could get moving and go to the room you chose.


## KEYBOARD

Looks like you made a good choice—everything's still working. Good. Now that you're here, why don't you climb up to the top? Might get a better view that way. There you go. You're now standing on the main circuit board for the keyboard. There should be a keyswitch around here somewhere . . . ah yes, there's one, smack in the middle. Go ahead and jump on it. Congratulations, you've just typed in the first character of your secret code. That's it, up there in the left-hand corner. It's also over there on the right in its hexadecimal


form. And those black and blue globes that just appeared below your feet represent the binary form of your character. Pretty exciting, huh? Now get busy and push those eight bits (having nothing to do with the value of the dollar) down the circuit lines so that they'll go zipping out through the I/O (input/output) tube to the RAM Room.

## RAM

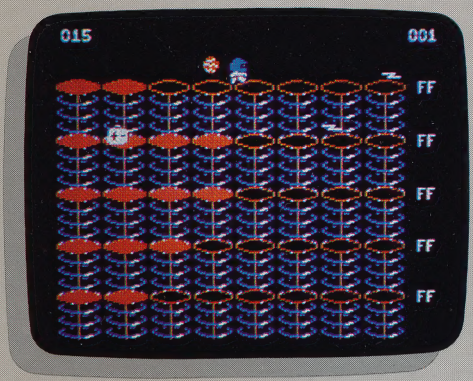
Welcome to RAM (Random Access Memory). This is where you'll store that byte (eight bits) that you just sent from the Keyboard. It's here, you just can't see it yet. The controls for this gizmo are up there in the left-hand corner. Unless you'd like to give your computer a case of instant amnesia, don't touch that first button. It's the power switch. The next two buttons control the tube that's hanging below on that chain. That last one with the blue arrow over it is the one you want now. Jump on it and then get on down to that narrow tube and see what you find. Lo and behold, there's a bit there! And not just one, but the whole byte you just saw in the Keyboard. Will miracles never cease?

What's this? Oh no! See the guy that just appeared up there? Yeah, the one who looks like a punk rocker. Well, he doesn't like you or your computer very much. His name is Hex Luthor. He's the guy responsible for all those things that go wrong with computers that no one can explain (like the problem happening right now in the Power Room—you'd better go there next). You might say that Hex is a . . . nuisance. Those tools down at the bottom will help you defend against his little tricks. In the meantime, try to finish pulling that byte into position. And, by the way, Hex is no slow poke. So hurry up!


## POWER

Now, this is neat! Look at all those springs. Hey, it's a little dark in here. Why don't you start turning these things on? That's better. Look out! You just about got nailed by that bolt. You really should be more careful. Oh, no. There's one of those orange beasties again, and it's following you! Here's your chance. See that white tool box floating down? It's yours. Hurry up and grab it. Oops! A little slow, aren't you? Don't worry, you'll get the hang of it.

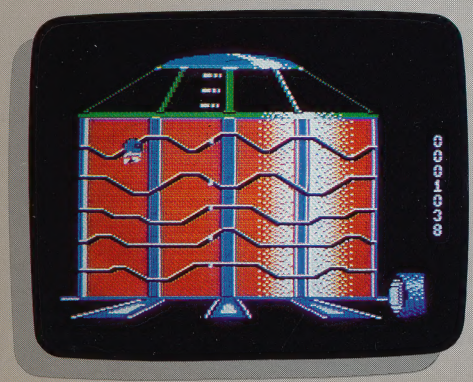
You know, if you ever get tired of looking at the pattern you're




working on, you can change it. You just change those hexadecimal numbers over at the right, and voila! . . . the pattern is different. It's your very own Power Room construction set. By the way, once you get those things all turned on, you can leave. And if you were watching while you zipped through the CPU last time, you would have noticed that the Clock is also on the fritz. You'd be wise to check it out before something nasty happens.

## CLOCK

Yup, you're right. It's huge. Well, let's see. There's got to be some way to get you up there. Hmmm. Okay, here's the plan. See those weird black lines with the electric pulses running through them? Good. Start jumping. Only be



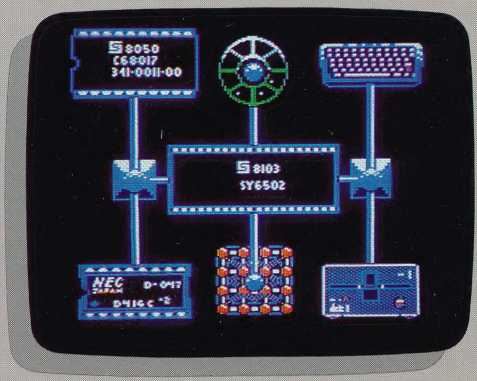
careful not to . . . Oooh! . . . oh well. Now you know what happens when a pulse touches you. A shocking experience. Try, try again. There you go. Very good. Now that you're up there, don't you feel a sense of accomplishment? Sure you do. Now just get up on the very top and jump on that big blue button. Feels like sponge rubber, doesn't it?

## DISK

At least this thing should look vaguely familiar. No, it's not a turntable. It's the Disk Drive, and you're about to ensure that all of your hard(?) work up to now will be safe. First, get the thing going by

jumping on that button to your left. Good. Now climb up there and jump on what you thought was the phonograph needle (it's actually the Disk Drive's read/write head). Here's the fun part. You get to keep your balance while trying to maintain position on top of the head. It's somewhat like trying to run on top of a rolling ball. Oh, and try not to fall off onto the disk. You might not like the ride you get and besides, it'll cost you valuable time. Once you see an orange circle appear on the disk, you'll know you've saved one byte onto the disk.

## MAP




The Map is essentially a schematic diagram of the Digital Dimension. You'll want to use it throughout the game to spot problem areas before they cause the system serious damage.

## FLOWCHART

After playing through the game several times on your own, you may want to organize your gameplay into a more structured pattern. The FLOWCHART mode in the CPU allows you to do just that. After choosing the "PROG" option, not only are all of your options sent to the FLOWCHART grid, but also you gain two new options to use: the "IF" statement, and the "LOOP" command. Planning out your mission with the FLOWCHART not only streamlines your gameplay, but also helps you earn a higher rating status at the end.

Computer programming (especially in concentrated doses) can do funny things to people. Take, for example, 17 year old Murray Krehbiel. He led a fairly normal life—playing basketball, watching girls at Mission Beach, doing his homework—until the day an Apple™ computer dropped into his life. Since then, he's only had time for one of those three activities. (We won't say which one.) Now things are even worse. In fact, we overheard the following conversation between Murray and his computer late one night:

**Murray:** Hey, Willy!
**Willy:** Oh, hi boss! What's up?
**M:** Just here to see how everything's going.
**W:** Everything's as smooth as can be. I haven't even seen Hex lately.
**M:** Uh, I think you spoke too soon, Willy. Look over there.
**W:** Oh, no! I knew it was too good to last.
**Hex Luthor:** Greetings, computer nerds.
**W:** Why don't you get lost!
**M:** Pipe down, you characters!
**H:** That reminds me. There's something I've been meaning to ask you, Furry . . .
**M:** It's Murray!!!
**H:** Well, excuuuse me, Muuurray! Anyway, when you created me, why did you have to create that monster as well?
**W:** I think you've got your logic circuits in backwards, bud.
**M:** Actually, Willy was here first. The whole reason you're here is to give Willy a more challenging existence (sorry, Willy). You also stand for those little glitches that computer users hate. And we know the best way to fix glitches don't we, Willy?
**W:** Yeah. I was feeling a bit sleepy anyway. Go ahead and turn it off.
**H:** Hey! What are you doing?!
**M:** Good night, Will.
**W:** Good night, boss.
**H:** Hey! Stop!
(click)


Publisher
**Data Trek, Inc.**

Programmer
**Murray Krehbiel**

Graphic Artist
**Greg Hammond**

Package Design
**Dennis Gillaspy/Quorum**

Package Content
**Greg Hammond**

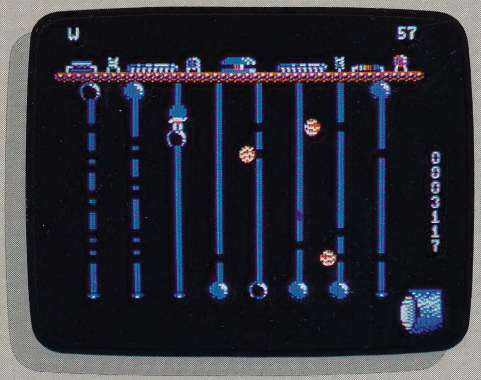
Production Staff
**Chris Moersch**
**Scot Cheatham**
**Gayle Graff**
**Mark Patterson**
**David Cheatham**

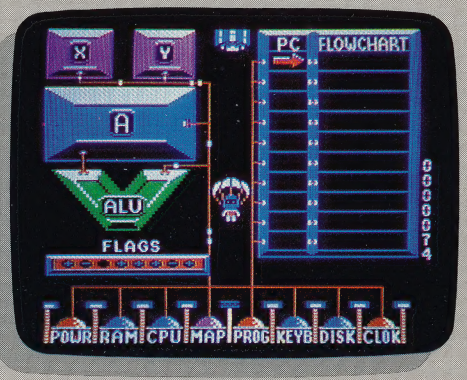

Data Trek, Inc. is dedicated to developing educational, entertainment, and business software that is valuable to society. Let Willy Byte in the Digital Dimension be your springboard to a new breed of computer software, combining the best elements of educational and entertainment software into an intriguing, challenging, and learning experience within the world of your personal computer.

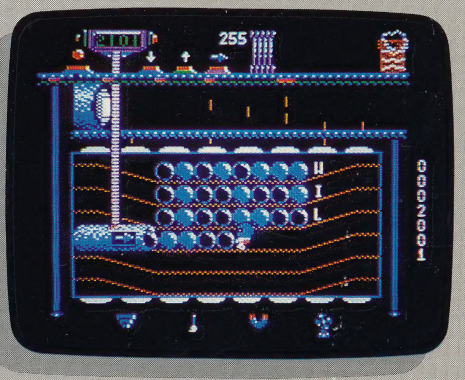
dti data trek

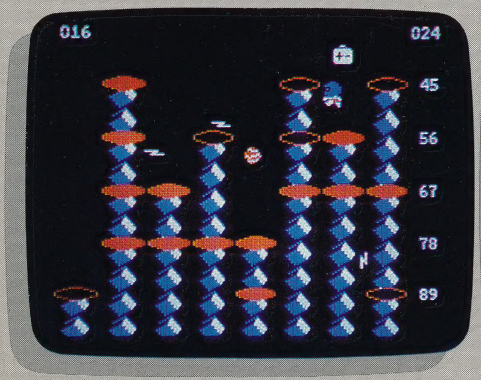
The documentation is located inside the front cover of this package.

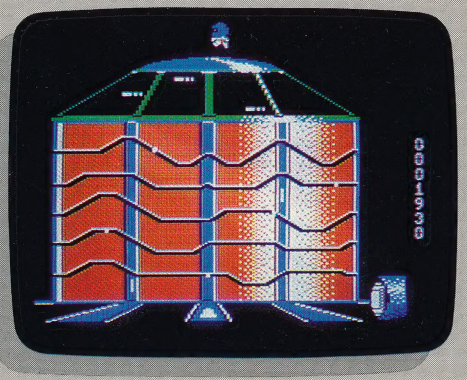
In Willy Byte in the Digital Dimension, your mission is to guide your coded message from the Keyboard Room to the RAM (Random Access Memory) Room and then successfully save the data in the Disk Drive Room. Meanwhile, you've also got to keep your eye on the power supply and the system clock. To accomplish this mission, you'll be risking Willy's life and limb (aren't you glad it's him in there, and not you?) And, although your efforts will be timed, the clock is not your worst enemy. You'll also have to contend with Willy's archvillain, Hex Luthor. Hex is the kind of guy who'd love to ruin your day. Don't give him the satisfaction.









dti data trek

Data Trek Inc., 621 Second Street, Encinitas, California 92024 (619) 436-5055

## LIMITED WARRANTY

DATA TREK warrants that the recording medium on which the software programs are recorded will be free from defects in materials for ninety days from the date of purchase. This warranty is applicable to the original purchaser only. Defective media returned during the ninety day warranty period will be replaced without charge.

Following the initial ninety day warranty period, or if the media has been subjected to misuse, damage, or excessive wear during the warranty period, the defective media will be replaced for a replacement fee of $5.00.

Defective media should be returned to: DATA TREK
621 Second Street
Encinitas, CA 92024

in a protective package, accompanied by (1) proof of purchase, (2) a description of the defect, (3) a check for $5.00, if applicable, and (4) your return address.

Any person/persons reproducing any portion of this program, in any media, for any reason shall be guilty of Copyright Violation and shall be subject to civil liability at the discretion of the copyright holder.

## WHAT IS NOT COVERED BY THIS WARRANTY

THIS WARRANTY DOES NOT APPLY TO THE SOFTWARE PROGRAMS THEMSELVES. THE PROGRAMS ARE PROVIDED "AS IS."

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO NINETY DAYS FROM THE DATE OF PURCHASE. DATA TREK SHALL NOT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES FOR BREACH OF ANY EXPRESS OR IMPLIED WARRANTY.



# WILLY BYTE IN THE DIGITAL DIMENSION

## Command Summary for Apple II, II+, IIe, IIc

TO START: Insert the disk in the drive with **SIDE TWO** facing up and then turn on your computer. Follow the on-screen prompts and flip the disk to side one when you're instructed to.

TO LEAVE DEMO: Press the **JOYSTICK BUTTON** or the **SPACE BAR**
TO SWITCH TO KEYBOARD CONTROL: Press **CONTROL K**
TO SWITCH TO JOYSTICK CONTROL: Press **CONTROL J**
TO EXIT POWER ROOM AT WILL: Press **CONTROL X**
TO RESTART GAME: Press **CONTROL R**
TO TURN SOUND ON/OFF: Press **CONTROL S**

### PLAY COMMANDS
(FOR ALL ROOMS EXCEPT POWER)

| KEYBOARD CONTROL | | JOYSTICK CONTROL | |
|---|---|---|---|
| move left | J | move left | STICK LEFT |
| move right | L | move right | STICK RIGHT |
| move up | I | move up | STICK UP |
| move down | , | move down | STICK DOWN |
| jump/pick up tool | A | jump/pick up tool | BUTTON 0 |
| drop tool | D | drop tool | BUTTON 1 |
| stop | K | stop | HANDS OFF |

### POWER ROOM PLAY COMMANDS
(Willy can jump in eight directions in the POWER room.)

| KEYBOARD CONTROL | | JOYSTICK CONTROL |
|---|---|---|
| diagonally up and left | U | |
| up | I | |
| diagonally up and right | O | **TAP** BUTTON 0 to get started |
| left | J | |
| right | L | |
| diagonally down and left | M | Moving stick normally allows vertical, horizontal, and diagonal jumps. |
| down | , | |
| diagonally down and right | . | |

## SPECIAL FEATURES OF THE POWER ROOM

**CTRL P** (Program)—Allows you to construct your own pattern using hexadecimal code. Here's a brief description of how this works:

For each group of 4 power pads, 0 0 0 0, one value is given to denote which of those pads are present and which are not. In hexadecimal, we count from 0-15 using the standard decimals 0-9 followed by the six (hex) alpha characters, A-F.

This is how all possibilities for on-off variations of the four power pads can be represented using only **one** numeric place:

| | **X = OFF** | **0 = ON** |
|---|---|---|
| 0 = 0 0 0 0 | (ALL OFF) | 8 = X 0 0 0 |
| 1 = 0 0 0 X | | 9 = X 0 0 X |
| 2 = 0 0 X 0 | | A = X 0 X 0 |
| 3 = 0 0 X X | | B = X 0 X X |
| 4 = 0 X 0 0 | | C = X X 0 0 |
| 5 = 0 X 0 X | | D = X X 0 X |
| 6 = 0 X X 0 | | E = X X X 0 |
| 7 = 0 X X X | | F = X X X X (ALL ON) |

The row of numbers that appears across the top of the screen in Program mode shows the binary value for each vertical column of pads. Hexidecimal is just a faster, simpler way to represent binary patterns in two places, with the "1's" place representing the 8-4-2-1 pattern and the "10's" place representing the 80-40-20-10 pattern. Thus, by using both places together, you are able to control two congruous patterns of 4 at once, which is actually just one larger pattern of 8. This pattern of eight "on" or "off" pads symbolizes the same kind of organization as one byte (eight bits) of information inside the computer.

PRESSING **CTRL P** AGAIN RETURNS YOU TO GAME PLAY.

**NOTE:** IT IS POSSIBLE TO CONSTRUCT SITUATIONS WHICH ARE IMPOSSIBLE TO PLAY THROUGH. IF THIS OCCURS, PRESS CONTROL P AGAIN AND ENTER A MORE FEASIBLE PATTERN.

**CTRL N** — Allows you to move forward and backward (using > and <, respectively) to view and play higher (or lower) levels.

PRESSING **CTRL N** AGAIN RETURNS YOU TO GAME PLAY.

## ASCII/HEXIDECIMAL/BINARY CONVERSION TABLE

| ASCII | HEXADECIMAL | BINARY | ASCII | HEXADECIMAL | BINARY |
|---|---|---|---|---|---|
| SPACE | 20 | 00100000 | > | 3E | 00111110 |
| ! | 21 | 00100001 | ? | 3F | 00111111 |
| " | 22 | 00100010 | @ | 40 | 01000000 |
| # | 23 | 00100011 | A | 41 | 01000001 |
| $ | 24 | 00100100 | B | 42 | 01000010 |
| % | 25 | 00100101 | C | 43 | 01000011 |
| & | 26 | 00100110 | D | 44 | 01000100 |
| ' | 27 | 00100111 | E | 45 | 01000101 |
| ( | 28 | 00101000 | F | 46 | 01000110 |
| ) | 29 | 00101001 | G | 47 | 01000111 |
| * | 2A | 00101010 | H | 48 | 01001000 |
| + | 2B | 00101011 | I | 49 | 01001001 |
| , | 2C | 00101100 | J | 4A | 01001010 |
| - | 2D | 00101101 | K | 4B | 01001011 |
| . | 2E | 00101110 | L | 4C | 01001100 |
| / | 2F | 00101111 | M | 4D | 01001101 |
| 0 | 30 | 00110000 | N | 4E | 01001110 |
| 1 | 31 | 00110001 | O | 4F | 01001111 |
| 2 | 32 | 00110010 | P | 50 | 01010000 |
| 3 | 33 | 00110011 | Q | 51 | 01010001 |
| 4 | 34 | 00110100 | R | 52 | 01010010 |
| 5 | 35 | 00110101 | S | 53 | 01010011 |
| 6 | 36 | 00110110 | T | 54 | 01010100 |
| 7 | 37 | 00110111 | U | 55 | 01010101 |
| 8 | 38 | 00111000 | V | 56 | 01010110 |
| 9 | 39 | 00111001 | W | 57 | 01010111 |
| : | 3A | 00111010 | X | 58 | 01011000 |
| ; | 3B | 00111011 | Y | 59 | 01011001 |
| < | 3C | 00111100 | Z | 5A | 01011010 |
| = | 3D | 00111101 | ^ | 5E | 01011110 |

# MOCKINGBOARD™

This quality software product contains one or more hidden features . . . QUALITY MUSIC . . . ENTERTAINING SPEECH . . . DYNAMIC SOUNDS!

To discover these exciting new dimensions, you need a **Mockingboard**. We highly recommend this Apple® accessory and will utilize it in our software wherever appropriate. It adds life to your silent Apple.

MOCKINGBOARD is an amazing peripheral device which produces ear-opening sound effects, music and speech from your Apple. This new dimension of sound has been added to the many educational, game and music programs which support MOCKINGBOARD. The thorough documentation will teach you the fundamental theories of sound and speech and through MOCKINGBOARD, you can enhance your own software with sound, speech and music.

**Call to hear Mockingboard perform.**

If you would like to hear MOCKINGBOARD perform before you order, call (401) 941-1130 anytime. Or for a live demonstration, visit any of the over 1000 fine dealers who carry MOCKINGBOARD.

**Sweet Micro Systems, Inc.**
**50 Freeway Drive**
**Cranston, R.I. 02920**

# YOU NEVER HEARD IT SO GOOD.

## *Free Holiday Music Software Offer*

You can get A FREE disk with a variety of holiday music selections by placing your order for a MOCKINGBOARD using the toll free number or the order form below and providing us with your bonus number.

Bonus Number 8472

**These prices are available as a holiday special offer and expire on March 1, 1985.**

Quantity

( ) *MOCKINGBOARD D for the Apple IIC Self-contained stereo sound, speech and music peripheral . . . $229.00* **$195.00**

( ) *MOCKINGBOARD C for the Apple II+ and the IIE. Plug-in peripheral card for speech, stereo sound and music . . . $219.00* **$179.00**

( ) *MOCKINGBOARD A for the Apple II+ and IIE Plug-in peripheral card for stereo sound and music. . . . $124.94* **$99.00**

( ) *MOCKINGBOARD B for the Apple II+ and IIE. Speech upgrade that plugs into the MOCKINGBOARD A product . . . $99.00* **$89.00**

TO ORDER YOUR MOCKINGBOARD, CALL 1-800-341-8001

Or send my Mockingboard postpaid (Continental U.S.) to:

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

PHONE _____ BONUS NUMBER _____

VISA _____ MASTERCARD _____ AMEX _____

CARD NUMBER _____ EXPIRATION DATE _____

SIGNATURE _____

Orders will be shipped within 24 hours via U.P.S. ground. If payment is by personal check allow 2 weeks for delivery. Add 5 dollars for shipment outside continental U.S.